

htc®



VIVE™

User guide

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Trademarks and copyrights

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About this guide

In this user guide, we use the following symbols to indicate useful and important information:



This is a note. A note often gives additional information, such as what happens when you choose to do or not to do a certain action. A note also provides information that may only be applicable to some situations.



This is a tip. A tip gives you an alternative way to do a particular step or procedure, or lets you know of an option that you may find helpful.



This indicates important information that you need in order to accomplish a certain task or to get a feature to work properly.



This provides safety precaution information, that is, information that you need to be careful about to prevent potential problems.

Hardware and product care

Unboxing

What's inside the box

Your Vive™ comes with the following items, which you'll use to experience immersive VR environments:

Main component	Accessories
Vive headset	<ul style="list-style-type: none">▪ 3-in-1 cable (attached)▪ Audio cable (attached)▪ Earbuds▪ Face cushions (1 attached and 1 alternate for narrow face)▪ Cleaning cloth
Link box	<ul style="list-style-type: none">▪ Power adapter▪ HDMI cable▪ USB cable▪ Mounting pad
Vive controllers (2)	<ul style="list-style-type: none">▪ Power adapters (2)▪ Lanyards (2 attached)▪ Micro-USB cables (2)
Base stations (2)	<ul style="list-style-type: none">▪ Power adapters (2)▪ Mounting kit (2 mounts, 4 screws, and 4 wall anchors)▪ Sync cable (optional)


You can also find documentation in the box, such as the Safety and regulatory guide and warranty card.

Vive headset

About the Vive headset

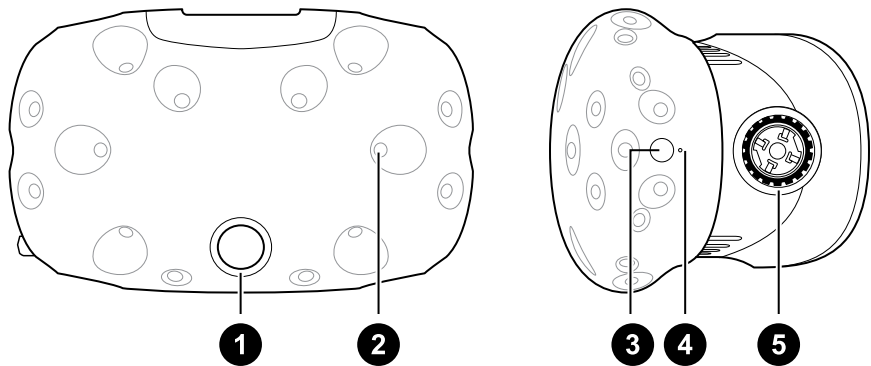
The headset is your window to the VR environment.

The headset has sensors that are tracked by the base stations.



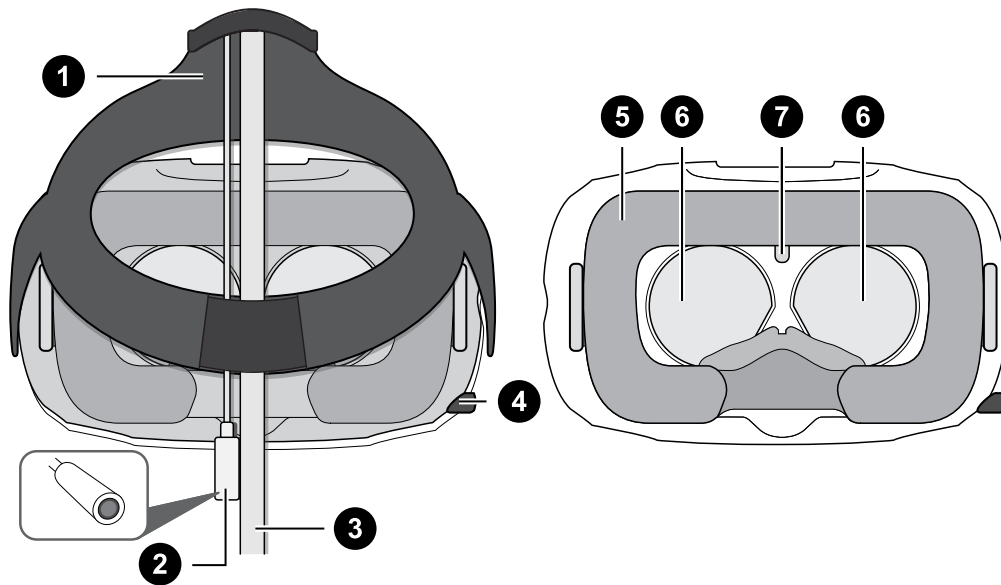
The sensors on the headset are sensitive. Do not cover or scratch the sensor lenses, including the proximity sensor.

Front and side



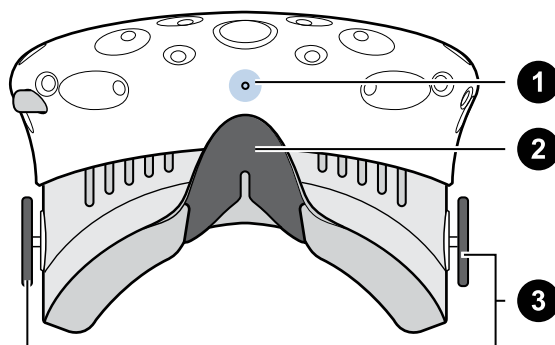
1	Camera lens
2	Tracking sensor
3	Headset button
4	Status light
5	Lens distance knob

Back



1	Strap
2	Audio cable
3	3-in-1 cable
4	IPD (interpupillary distance) knob
5	Face cushion
6	Lenses
7	Proximity sensor

Bottom



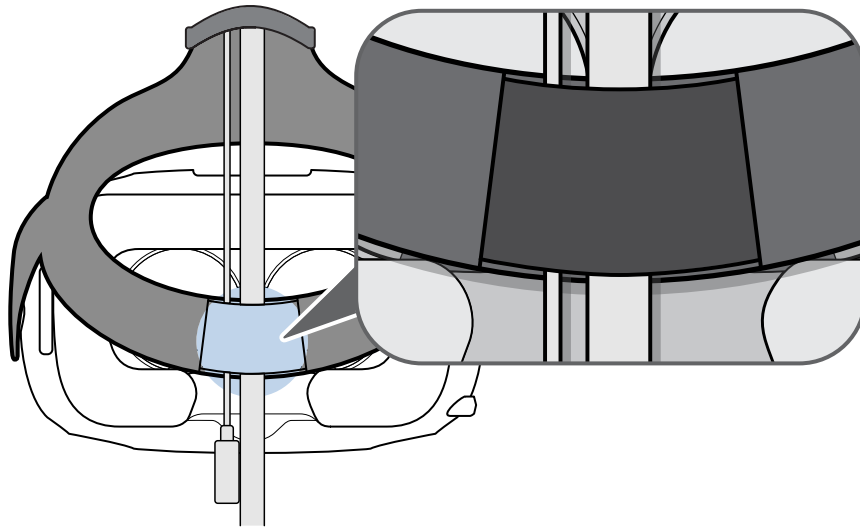
1	Microphone
2	Nose rest
3	Lens distance knobs

Putting the headset on



Before putting the headset on, make sure that you've peeled off the protective film from the lenses.

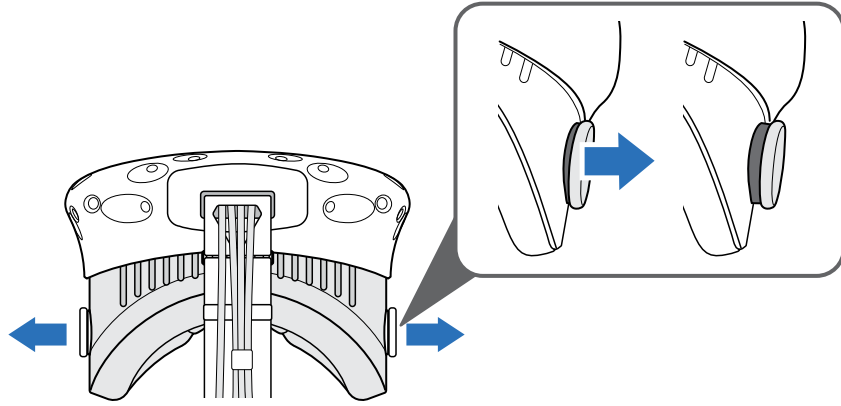
1. Pull the headset down over your eyes.
2. Slide the straps around the back of your head, and adjust them so that the headset fits snugly and comfortably.
3. Make sure that the cables pass through the sleeve at the back of the headset, and are positioned straight down your back.



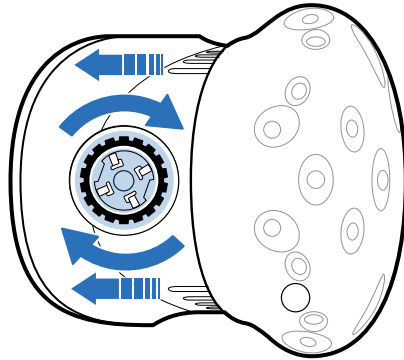
Adjusting the lens distance on the headset

If you wear large prescription glasses or have long eyelashes, you may need to increase the lens distance further from your face. Only increase this distance as necessary, as the closer the lenses are to your eyes, the better your field of view will be while wearing the headset.

1. Pull out each lens distance knob to unlock it.



2. Rotate both lens distance knobs to adjust the lens further or closer to your face.

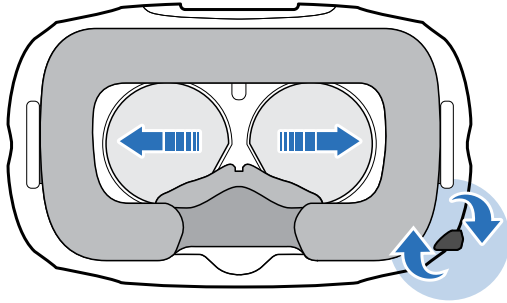


3. After you're done adjusting, push each knob to lock it back in.

Using the IPD knob on the headset

Interpupillary distance (IPD) is the distance between the center of the pupils in your eyes. A quick way to get an estimate is by facing a mirror and holding a millimeter ruler against your brow. Use this measurement as a guide to adjust the distance between the lenses of the headset so that you'll have a better viewing experience.

To change the distance between the lenses, rotate the IPD knob.

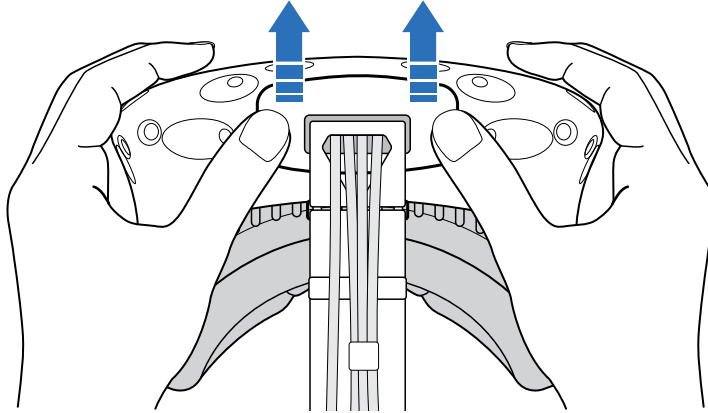


As you adjust the IPD, you'll see information displayed in the headset that indicates the current distance between the centers of the lenses.

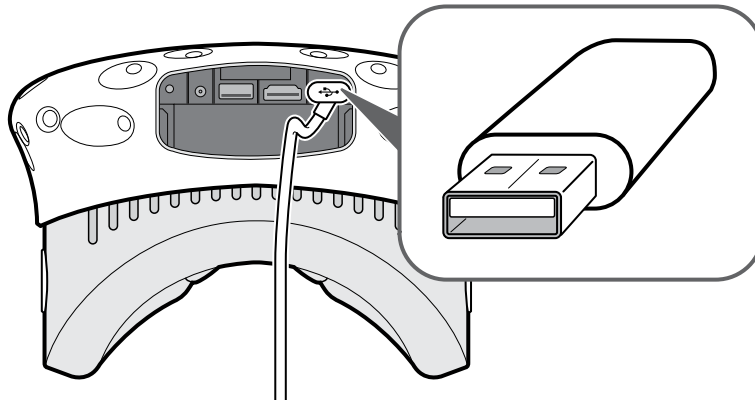
Connecting a USB device to the headset

Plug in a USB cable to the headset for using a compatible third-party device with Vive. Vive-optimized USB cable is sold separately by HTC.

1. Push open the compartment cover to access the connector slots on the headset.



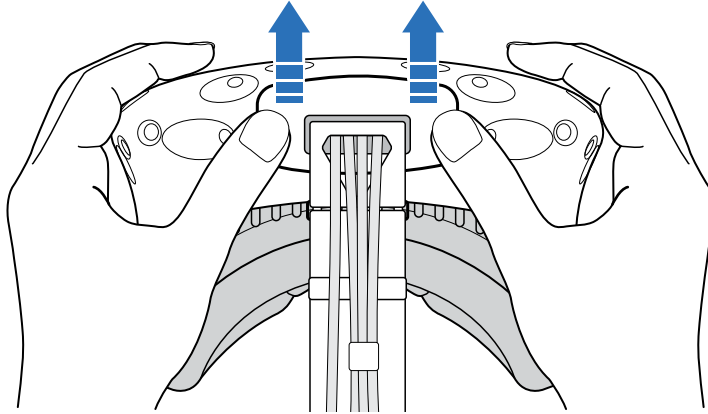
2. Plug in the USB cable to its corresponding slot.



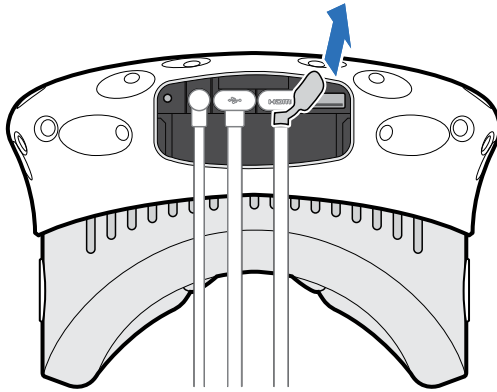
3. Connect the third-party device to the USB cable end.
4. Replace the compartment cover.

Unplugging the 3-in-1 cable from the headset

1. Push open the compartment cover to access the connector slots on the headset.



2. Carefully pull the tab until the HDMI cable is unplugged.



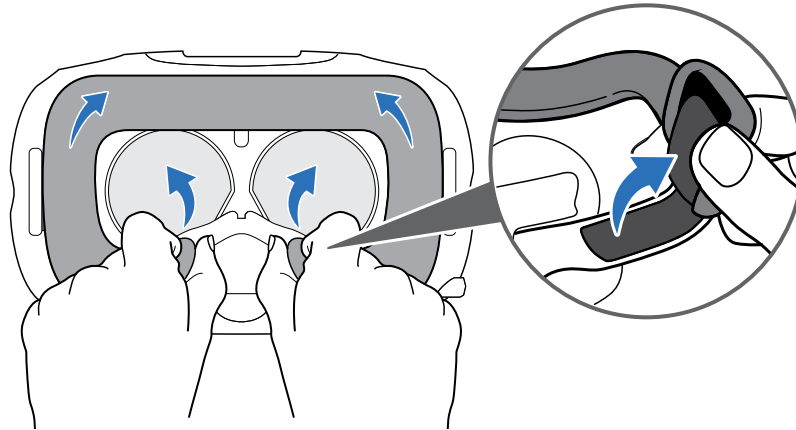
3. Unplug the power cable and USB cable from the connector.
4. Replace the compartment cover.

Replacing the face cushion

If the attached face cushion is too wide for you, replace it with the alternate cushion (narrow) that comes in the box.

You should also remove the face cushion to clean it. For more information, see [Cleaning the face cushion](#) on page 24.

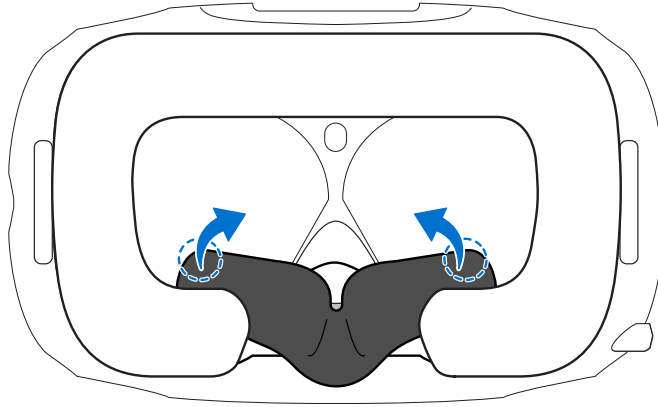
1. To remove the face cushion, peel off starting from both ends of the face cushion until it detaches from the headset.



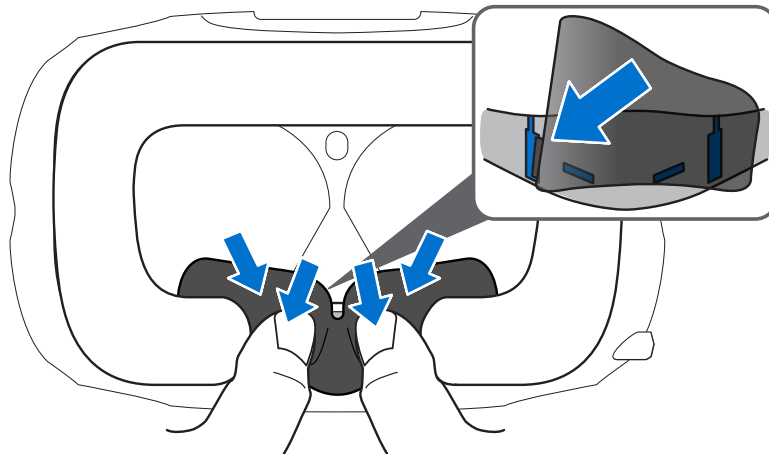
2. To replace the face cushion, insert the tab on the face cushion into the slot on the headset, and then align the hook and loop strips.

Replacing the nose rest


1. To remove the nose rest, peel off the flaps of the nose rest until it detaches from the headset.



2. To replace the nose rest, press its tabs into the corresponding slots on the headset. Make sure that the nose rest is fastened in place and its flaps are behind the face cushion.



Updating headset firmware

1. From your computer, open the SteamVR app.
2. If you see the  icon, mouse over it to check if the firmware is out of date. If so, click **Update headset firmware**.

The firmware update will start automatically.



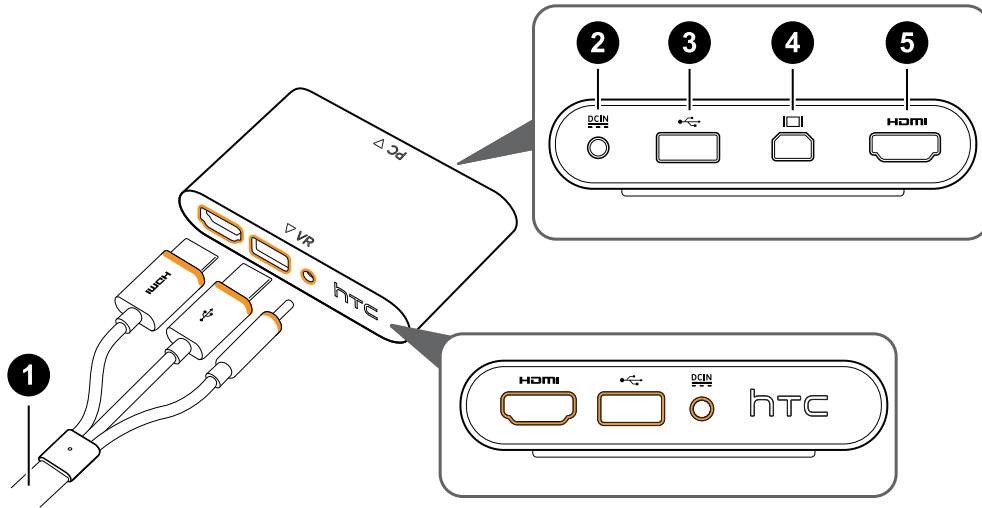
Do not unplug any cables from the headset, link box, or your computer any time before the firmware update is complete. Doing so could result in a firmware error.

3. When the update is complete, click **Done**.

Link box

About the link box

Use the link box to connect the headset to your computer.



1 3-in-1 cable

2 Power port

3 USB port

4 Mini DisplayPort™

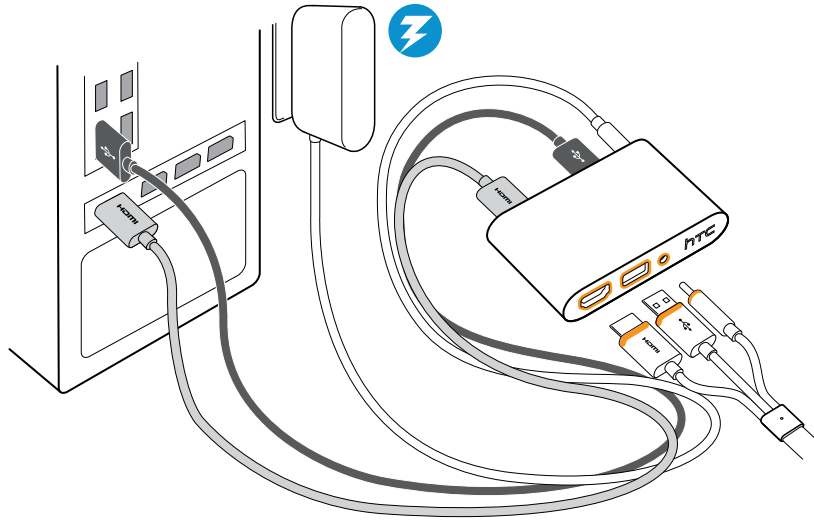
Note: Cable is not provided. Use if your computer doesn't have a spare HDMI port or doesn't support HDMI.

5 HDMI port

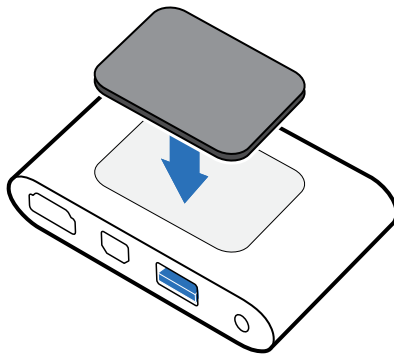
Connecting the headset to your computer

1. Connect the power adapter cable on its corresponding port on the link box, and then plug the opposite end into an electrical outlet to turn the link box on.
2. Insert the HDMI cable on the HDMI port on the link box, and then insert the opposite end on the HDMI port on your computer's graphic card.
3. Insert the USB cable on the USB port on the link box, and then insert the opposite end on your computer's USB port.

4. Connect the 3-in-1 headset (HDMI, USB, and power) cables on the side with matching orange trims on the link box.



5. To secure the link box in a permanent position, peel the covers from the mounting pad and firmly press one side of the adhesive surface on the bottom part of the link box, and then attach the link box on the area where you want it installed.




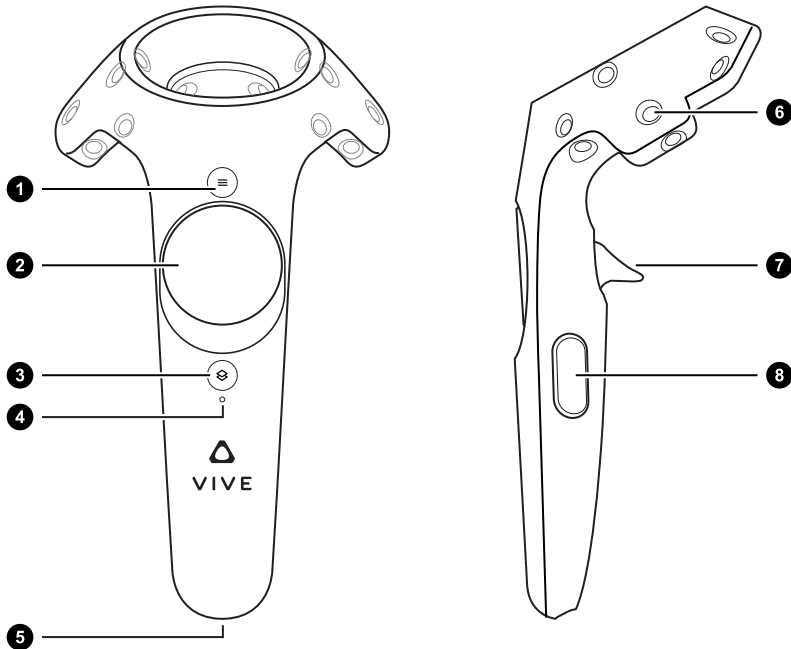
Vive controllers

About the Vive controllers

Use the controllers to interact with objects in the VR world.


The controllers have sensors that are tracked by the base stations.

 The sensors on the controllers are sensitive. Do not cover or scratch the sensor lenses.



1	Menu button
2	Trackpad
3	System button
4	Status light
5	Micro-USB port
6	Tracking sensor
7	Trigger
8	Grip button

Charging the controllers

You can check the battery level of the controllers when no apps are running, or when the System Dashboard is up. When the battery is low, the indicator will show a single red dot .

Charge each controller using the provided power adapters and USB cables.

When the controller is plugged in and fully charged, its status light shows green if the controller is on or white if the controller is off.

Turning the controllers on or off


- To turn the controller on, press the System button until you hear a beeping sound.
- To turn the controller off, press and hold the System button until you hear a beeping sound.

When you quit the SteamVR app, the controllers will automatically turn off. The controllers will also automatically turn off after being idle for a period of time.

Pairing the controllers with the headset

- Once the controllers are turned on for the first time, they will automatically pair with the headset.

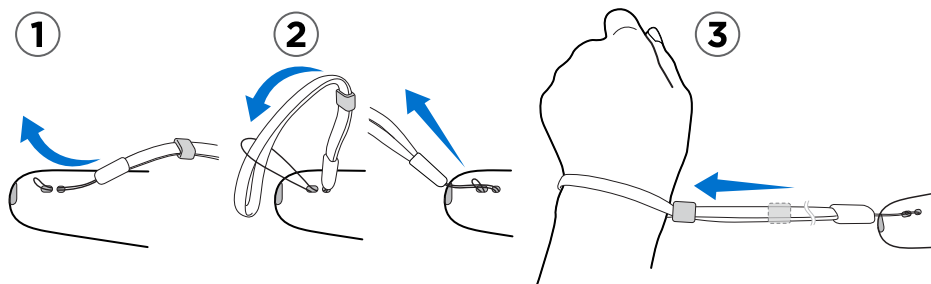
The status light shows as blinking blue while the pairing is in progress. The status light turns solid green when the controllers are paired with the headset.

- To manually pair the controllers, launch the SteamVR app, tap , and then select **Devices > Pair Controller**. Follow the on-screen instructions to complete the process.


Attaching the lanyards to the controllers

Using the lanyards may help prevent the controllers from accidentally being dropped.

1. While holding the controller, insert the lanyard's thread from the top to the bottom hole.
2. Loop the lanyard through the thread, and then tug the lanyard to fasten it in place.
3. Place the lanyard on your wrist, and then adjust the lock to tighten the lanyard comfortably around your wrist.



Updating controller firmware

1. From your computer, open the SteamVR app.
2. If you see the  icon, mouse over it to check if the firmware is out of date. If so, click **Update controller firmware**.
3. Using a micro-USB cable, connect the controllers to one of your computer's USB ports one at a time.

Once the controller is detected by the SteamVR app, the firmware update will start automatically.



Do not unplug the micro-USB cable any time before the firmware update is complete. Doing so could result in a firmware error.

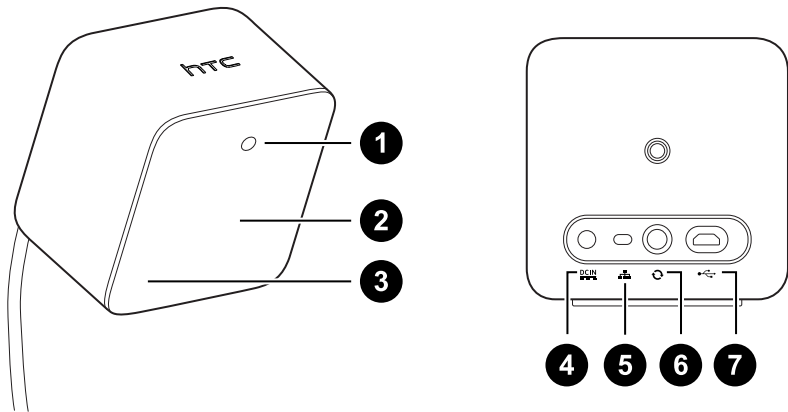
4. When the update is complete, click **Done**.

Base stations

About the Vive base stations



- The base stations beam signals to the headset and controllers. Do not cover the front panel with any material.
- When the base stations are turned on, they may affect some nearby infrared sensors, such as those used by an IR TV remote control.



1	Status light
2	Front panel
3	Channel indicator (recessed)
4	Power port
5	Channel button

- | | |
|----------|---------------------------------------|
| 6 | Sync cable port (optional) |
| 7 | Micro-USB port (for firmware updates) |



- Do not attempt to pry open the base stations as doing so could injure you or damage the product.
- If the front panel is cracked or damaged, stop using the base stations.

Installing the base stations

Before installing the base stations, decide first whether you want to set up a room-scale or seated/standing-only play area. See [Planning your play area](#) on page 25.



During unboxing, remove the thin film that covers the front panel of the base stations.

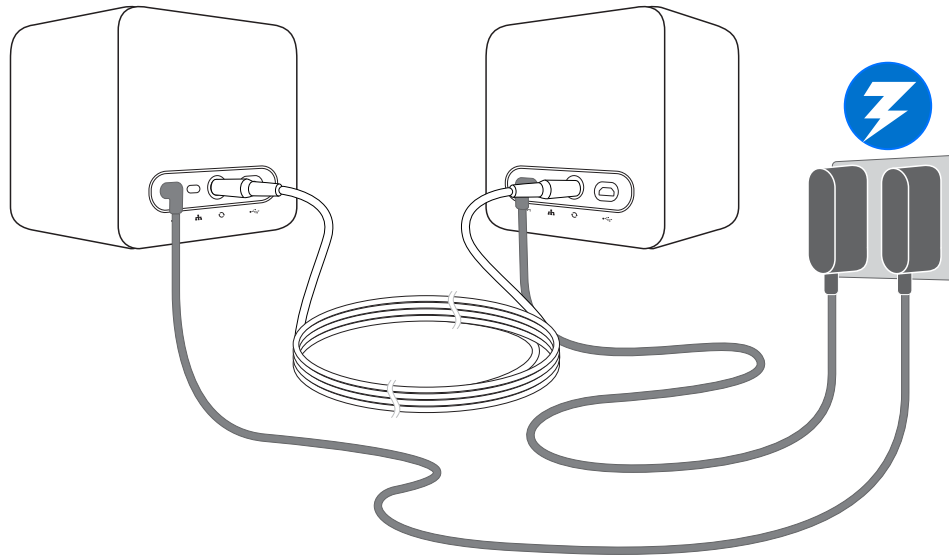
1. Mount the base stations diagonally at opposite corners of your space.

For details on how to use the provided mounting kit, see [Using the mounting kit](#) on page 21.

You can also use tripods, light stands, or cargo poles when mounting the base stations, or even place it on stable book cases. Just avoid using unstable mounting solutions or surfaces that are prone to vibration.

2. Adjust the base stations so that the front panels are facing toward the center of the play area.
3. Attach the power cables to the base stations, and then plug them each into a power outlet to turn them on. The status lights should be green.
4. Connect the base stations and set the channels.

Without the sync cable	Press the Channel buttons at the back of the base stations so that one base station is set to channel "b", while the other is set to channel "c".
With the sync cable (optional for added reliability)	Press the Channel buttons at the back of the base stations so that one base station is set to channel "A", while the other is set to channel "b".

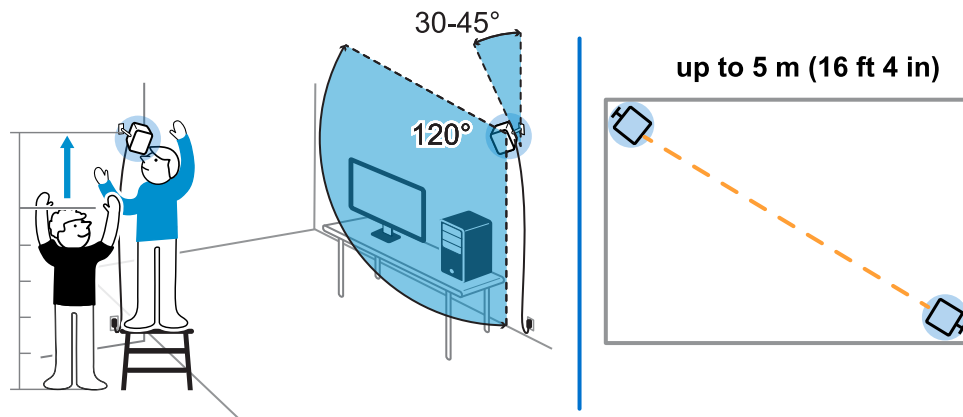


Once turned on, do not move or adjust the angles of the base stations as it could disrupt the tracking process. Otherwise, you will need to set up the play area again.

Tips for setting up the base stations

You may set up the base stations in a way that's suitable for your place. For best results, you may follow these recommendations:

- Mount the base stations diagonally and above head height, ideally more than 2 m (6 ft 6 in).
- Secure the base stations in a location where they can't be easily jostled or moved.
- Each base station has a 120-degree field of view, so it's ideal to adjust its angle between 30 and 45 degrees to fully cover your play area.
- For optimal tracking, make sure that the maximum distance between the two base stations is 5 m (16 ft 4 in).



Using the mounting kit

For best results, install the base stations using the provided mounting kit.

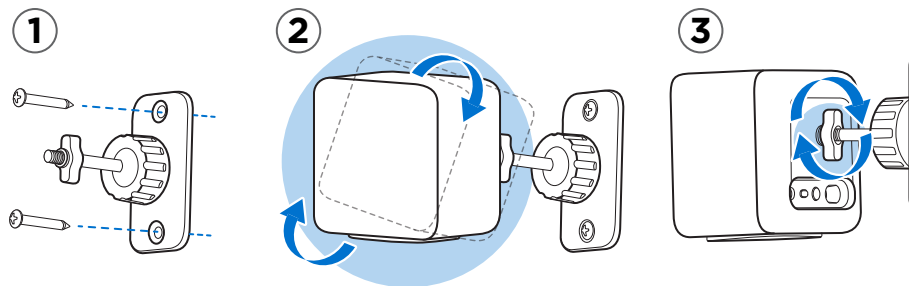


You will need a screwdriver or drill to install the mounts. Ask a professional for help when using power tools.

1. Mark where you want to install each of the mounts on your wall, and then screw the mounts in.

When mounting on concrete or drywall, first drill $\frac{1}{4}$ inch holes and insert anchors before screwing mounts in.

2. Rotate the base station to screw it onto the threaded ball joint. Do not screw the base station all the way in, only enough to be stable and oriented correctly.
3. Tighten the wingnut to the base station to secure it in place.

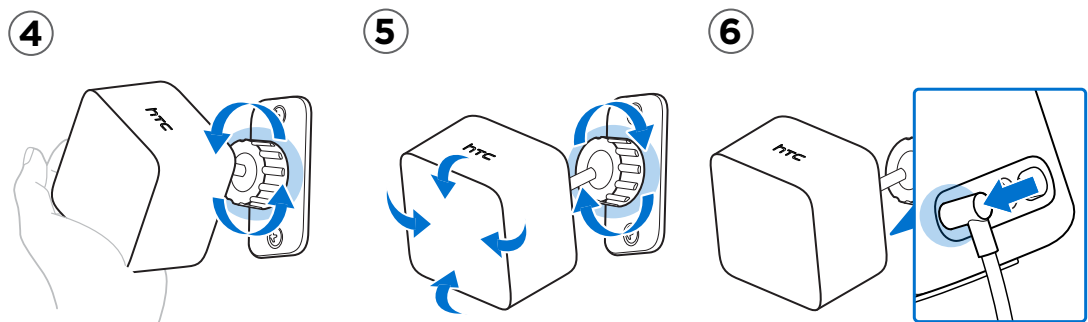


4. To adjust the angle of the base station, loosen the clamping ring while carefully holding the base station to prevent it from falling.
5. Tilt the base station toward the play area.


Make sure it has an unobstructed view of the other base station. Each base station has a 120-degree field of view. They should be angled down between 30 and 45 degrees.

To fix the angle of the base station, tighten the clamping ring back in.

6. Attach the power cable to each base station.



Updating base station firmware

1. From your computer, open the SteamVR app.
2. If you see the  icon, mouse over it to check if the firmware is out of date. If so, click **Update base station firmware**.
3. Unplug the base stations from their power adapters, and then carefully unmount them.
4. Using a micro-USB cable, connect the base stations to one of your computer's USB ports one at a time.
5. While pressing the Channel button at the back of the base station, plug in the base station's power adapter.

Once the base station is detected by the SteamVR app, the firmware update will start automatically.



Do not unplug the micro-USB cable or power cable any time before the firmware update is complete. Doing so could result in a firmware error.

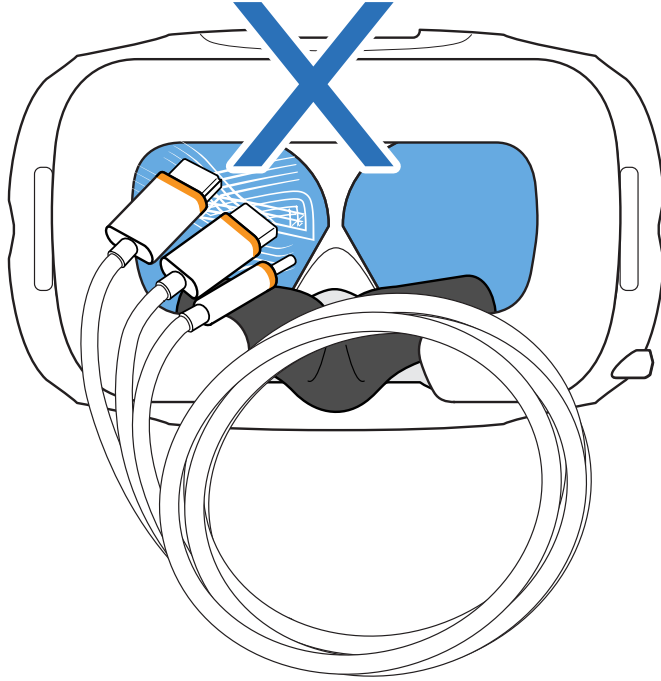
6. When the update is complete, click **Done**.

Product care

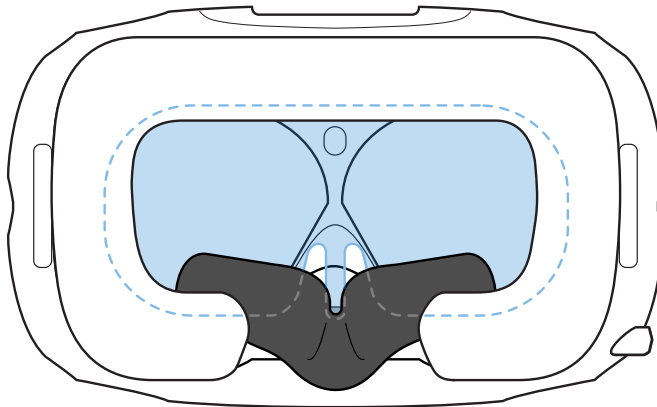
Caring for your Vive

Follow these tips to properly care for your Vive.

- Keep the headset lenses away from sharp objects, including cable tips. This will prevent the headset lenses from being scratched.



- When not in use, store the headset with the lenses pointed away from direct sunlight. Failure to do so may damage the headset display.
- When storing the headset, it is recommended to cover the lenses with the protective film to help prevent accidental scratches.



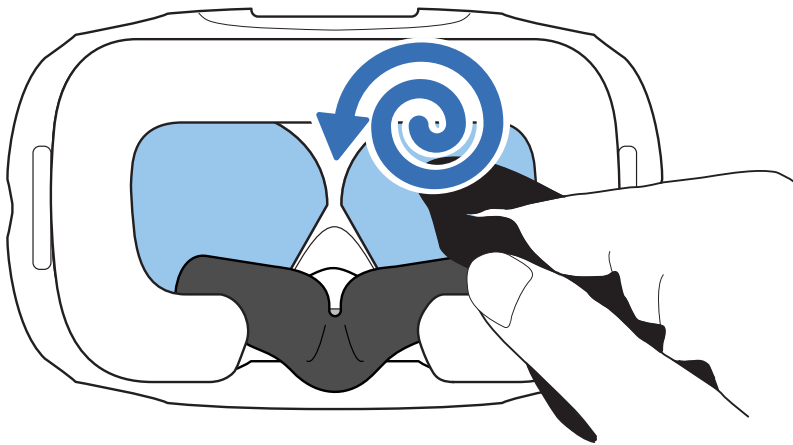
Cleaning the product

Dampen the cleaning cloth provided in the box with water to wipe the headset and the controllers (including its sensor lenses) clean. Except when recommended, using any other liquid may cause damage.

Cleaning the headset lenses

1. Use the cleaning cloth provided in the box to wipe the lenses.
2. Moisten the cleaning cloth with alcohol or lens cleaner.
3. Wipe in a circular motion from the center to the outer edges of the lenses.

While cleaning the lenses, do not scratch the lenses nor disassemble other parts of the headset.



Cleaning the face cushion

1. Before cleaning the face cushion, remove it first from the headset. For details, see [Replacing the face cushion](#) on page 12.
2. When cleaning the face cushion, remember to:
 - Dampen a clean smooth cloth with cold water and gently wipe the area you want to clean.
 - Air dry at room temperature. Don't tumble dry, iron, or expose it to direct sunlight.
 - Don't scrub, wring, or bleach.
 - Don't dip or soak in water.

Play area

What is the play area?

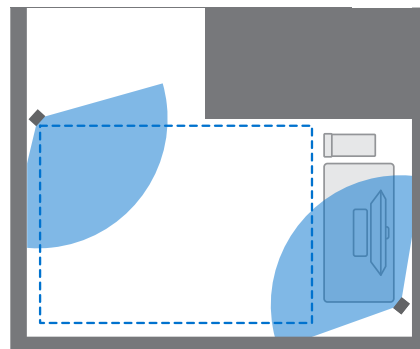
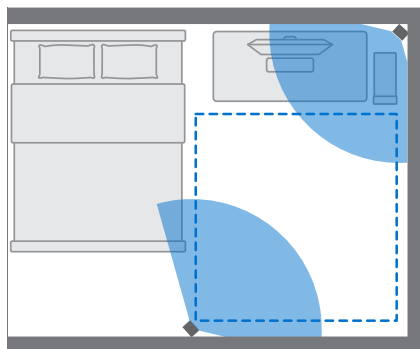
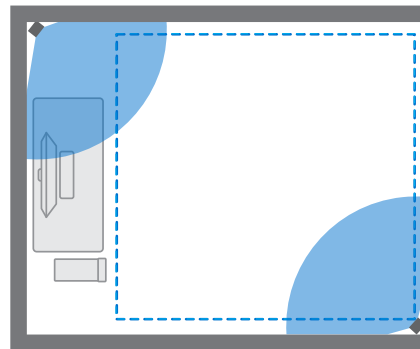
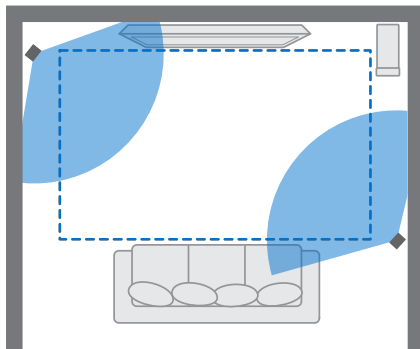
The play area sets the virtual boundaries of Vive. Your interaction with VR objects happen within the play area.

Vive is designed for room-scale setup, but you can also use it for standing and seated experiences.

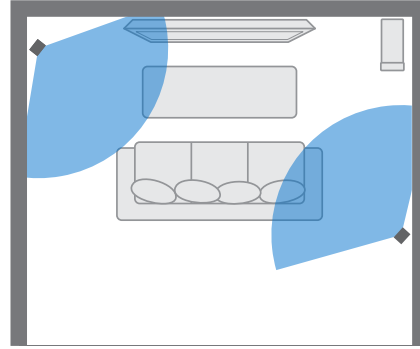
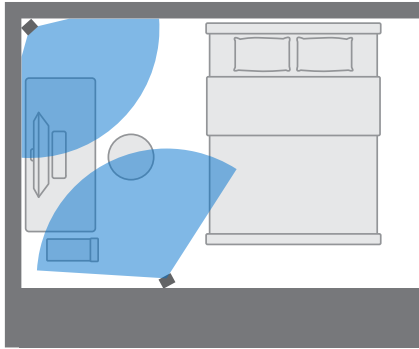
Planning your play area

Before choosing your setup, make sure that you have enough space.

Room-scale setup needs a minimum play area of 2 m x 1.5 m (6 ft 6 in x 5 ft). Examples of room-scale setup:



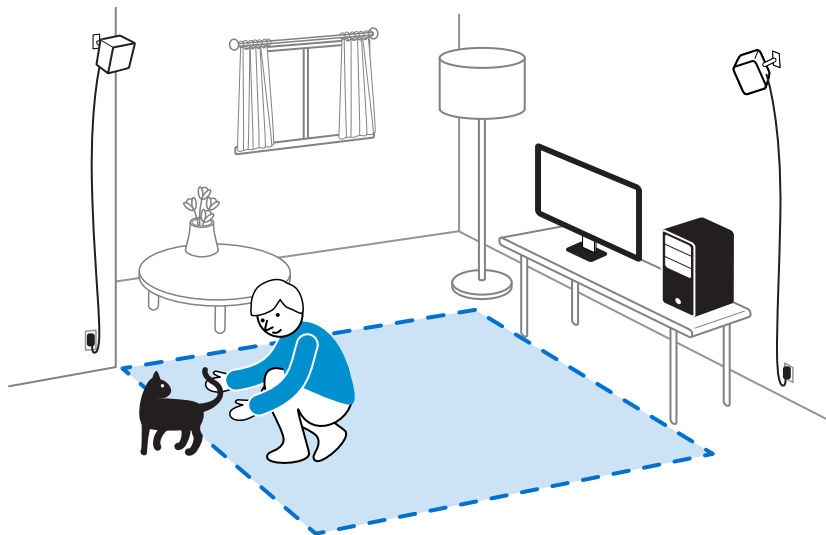
Seated and standing experiences do not have space requirements. Examples of seated/standing setup:



Choosing the play area

Find a space that you will designate as the play area. For best results, do the following:

- Move furniture and other obstacles (like pets) out of the play area.



- Place your computer next to your play area. The headset cable extends around 5 m (16 ft 4 in) from your computer.
- Make sure that there are power outlets close to where you mount the base stations. Use 12V extension cords as needed.
- Do not leave your headset in direct sunlight, as it may damage your headset display.

Setting up Vive for the first time

Before you can use Vive, you'll need to complete the setup process, which includes installing Vive and SteamVR software, setting up the hardware, and defining your play area.

Downloading Vive Setup

To start the setup process, download the setup file on your computer from:

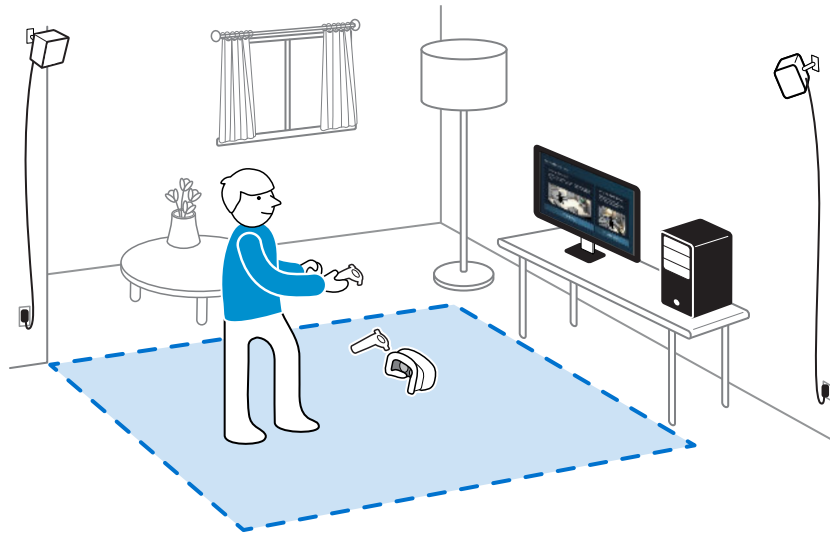
www.htcvive.com/setup

Run the setup file and follow the prompts to complete the process.

Setting up a room-scale play area

Choose to set up a room-scale play area to enjoy moving around and fully engage with the VR experience.

1. From your computer, open the SteamVR app.
2. Click ▼ , and then select **Run Room Setup > Room-scale**.
3. Review the prompts and follow the on-screen instructions to complete the process.

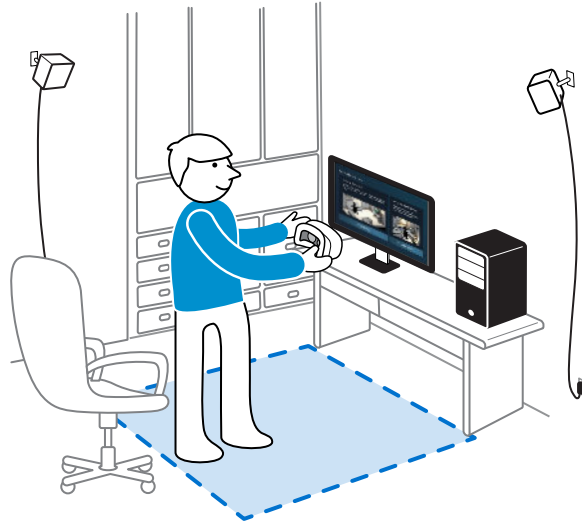


When tracing the boundaries of the play area, make sure that the floor is cleared. Do not trace across space occupied by things (such as a table or a chair) since this may cause you to trip into the object while in VR.

Setting up a standing-only play area

Choose this option if you only want to experience VR in a seated or standing position.

1. From your computer, open the SteamVR app.
2. Click ▼ , and then select **Run Room Setup > Standing only**.
3. Review the prompts and follow the on-screen instructions to complete the process.



Verifying your setup

Once you've completed the Vive setup process, you can now put on the headset and hold the controllers to start exploring VR.



While you're in the play area, the headset and the controllers should remain at least 0.5 m (1 ft 7 in) and no further than 5 m (16 ft 4 in) away from a base station. This will ensure that the devices are properly tracked within the base station's 120-degree field of view.



For health and safety warnings, please refer to the Safety and regulatory guide, which is periodically updated for accuracy and completeness. For the latest version, check www.htcvive.com.


Vive experience

Turning the Vive system on

1. From your computer, open the SteamVR app.
2. Make sure your base stations are powered.
3. Make sure that your headset is connected to the computer via the link box. For details, see [Connecting the headset to your computer](#) on page 14.
4. Turn the controllers on. For details, see [Turning the controllers on or off](#) on page 17.
5. Check that Vive hardware is tracked. The status icons on the SteamVR app and the status lights on the hardware should all be green.
6. Put the headset on. For details, see [Putting the headset on](#) on page 7.
7. Grab your controllers.

To bring up the System Dashboard, press the System button on either controller.

Turning the Vive system off

1. Press the System button to bring up the System Dashboard.
2. Select .
3. Select **Exit VR**.

The headset and controllers automatically turn off, and the SteamVR app on your computer closes as well.



You can also exit SteamVR on your desktop, and your headset and controllers will automatically turn off.

System Dashboard

The System Dashboard serves as your central point of entry in VR.

While in the dashboard, some of the things you can do are:

- Launch or close a VR app
- Control sound volume and mic access
- Change settings, such as style of the collision bounds in Chaperone or the in-headset background
- Turn the Vive system off

To bring up the dashboard, press the System button on either controller.

Vive tab

Use the Vive tab to:

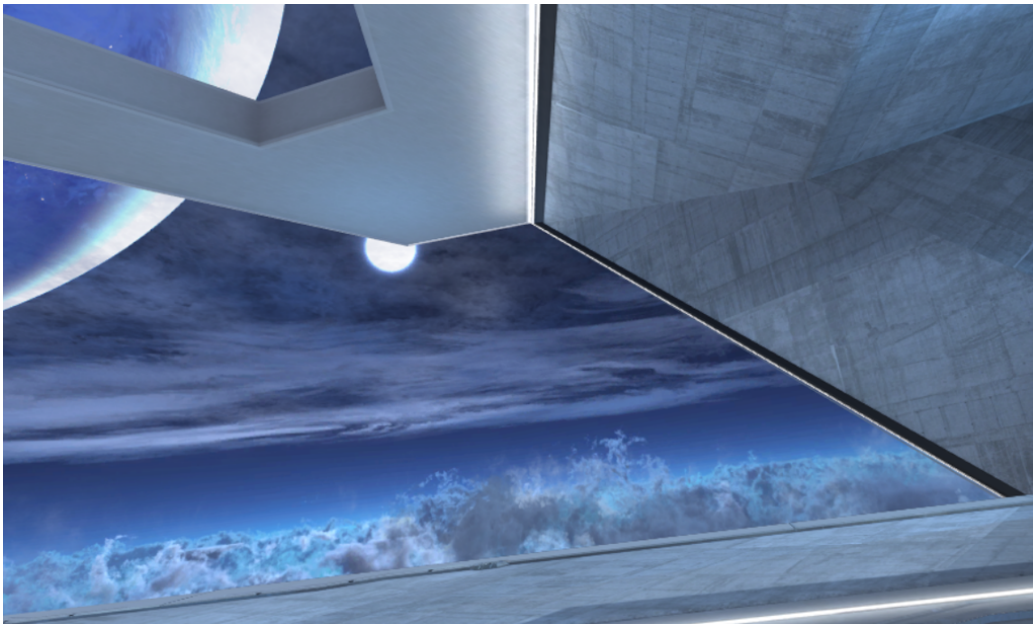
- Launch Vive Home
- Get a preview of your phone notifications, such as phone calls

To switch to the Vive tab, select **Vive** from the System Dashboard.

What is Vive Home?

Vive Home is your own personal VR hub.

More than a scenic background, you can move around the virtual environment.



Press the Menu button on the controller to show the Vive menu, where you can:

- Launch VR apps
- Add 3D app shortcuts to the Home space
- Change the Home space

Launching Vive Home

1. Press the System button to bring up the System Dashboard.
2. From your apps or from the Vive tab, select **Vive Home**.

Moving around Vive Home

Walk, crawl, jump—you can freely explore the virtual environment.

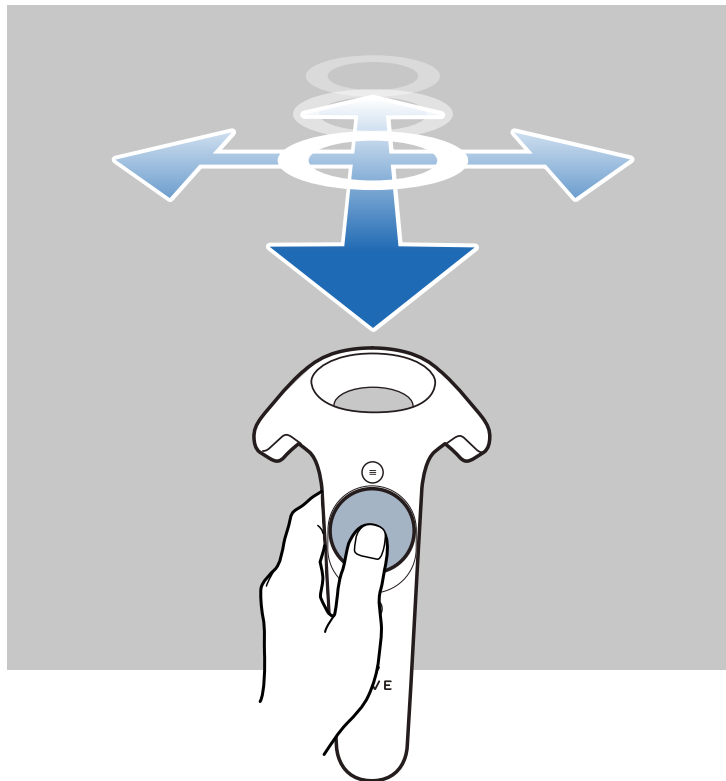
Making a selection in Vive Home

Aim your controller at an item, and then pull the trigger.

Teleporting

In Vive Home, "teleport" to an area within your field of view to move quickly to the spot.

1. Rest your thumb on the trackpad. You'll see circles marking a spot.

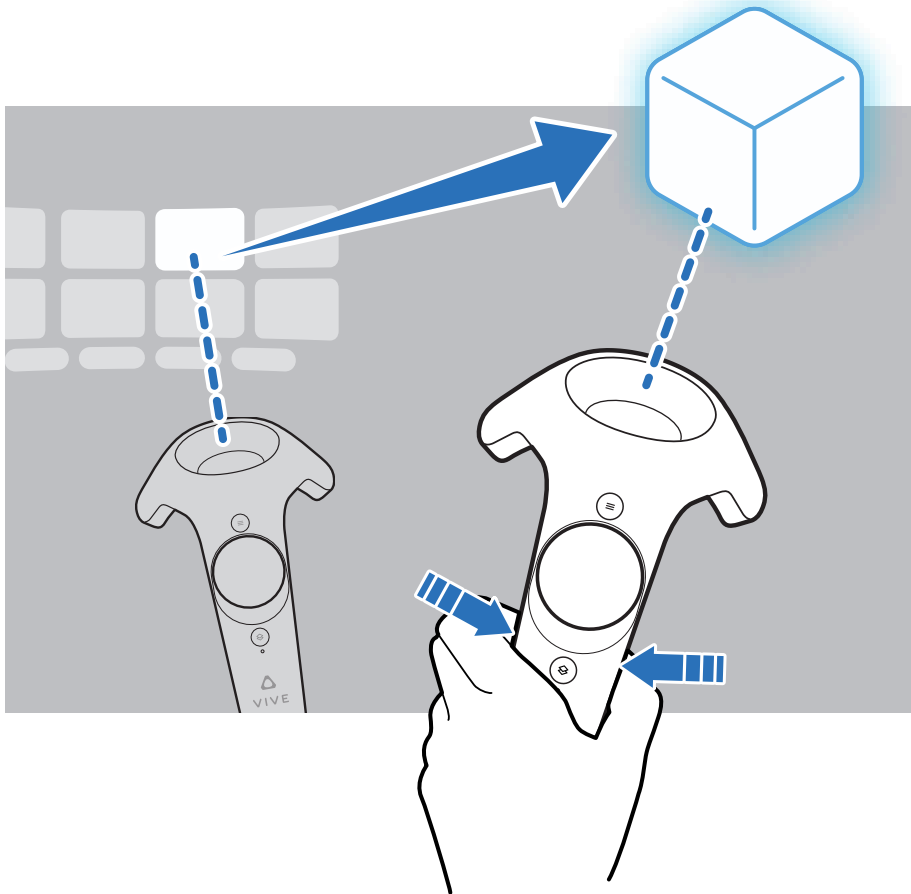


2. Aim at the location on the ground where you want to teleport.
3. Press the trackpad to teleport to the location.

Adding an app shortcut to your Home space

Create 3D shortcuts on the Home space so you can easily launch VR apps.

1. Press the Menu button, and then select **Apps**.
2. Aim at an app icon, and then press and hold the Grip button.
3. Drag the icon to where you want to place it on the Home space, and then let go of the Grip button.



While aiming at the shortcut, you can:

- Select **Launch** to open the app
- Press and hold the Grip button to drag the shortcut to another position
- Select **Settings > Delete** to remove the shortcut from the Home space

Changing your Home space

1. Press the Menu button, and then select **Spaces**.
2. Select the Home space that you want to use.

Resetting the Home space

Revert your Home space to its default settings, which removes shortcuts you've added, among other things.

1. Press the Menu button, and then select .
2. Select **Reset Space**.

Phone notifications

Downloading and installing the Vive phone app



Before downloading the Vive app, please make sure that your phone meets the minimum system requirements indicated on the Vive app's download page.

1. On your phone, open the Play Store or App Store apps.
2. Search for **Vive**.
3. Download and install the Vive app.


Pairing your phone with Vive

Pair your phone with the Vive system to start receiving notifications while you're on VR.

1. On your computer's Vive app, go to the Settings tab, and then click **Set up a Phone**.
2. On your phone, open the Vive app.
The first time that you open the Vive app, review the prompts and tap **Allow**.
3. On both your computer and phone, click **Get started**. Make sure that Bluetooth® is turned on and that your phone is discoverable.
4. From the list of discovered devices on your computer, select your phone, and then click **Next**.
5. When prompted, accept the pairing request or enter the pairing code on your phone.
6. Once pairing is complete, click **OK** and **Done** on your computer and phone respectively.

Choosing which notifications to receive on VR

Manage which notifications you get while using Vive.

1. On your phone, open the Vive app.
2. Do one of the following:
 - Android™ users: Tap  > **Settings**.
 - iOS users: Switch to the Settings tab.
3. Choose which types of notifications you'd like to receive.

Receiving notifications while in VR

Don't worry about missing important notifications. While you're in any VR app, you'll see a notification when you have an incoming call, message, or upcoming calendar event.



To receive notifications while in VR, you need to pair your phone with Vive first. To find out how, see [Pairing your phone with Vive](#) on page 35.

To receive or open the notification, press the **System** button.

If you choose to ignore the incoming notification, you can always check it later on the Vive tab. For details, see [Checking your notifications](#) on page 36.

Checking your notifications

Conveniently review notifications from your phone without leaving VR.




To receive notifications while in VR, you need to pair your phone with Vive first. To find out how, see [Pairing your phone with Vive](#) on page 35.

From the Vive tab's Notifications panel, you can:

- View a missed call or text message
- View an upcoming calendar event
- Call back a contact
- Reply with a text message (Android users only)

Editing or adding message replies (Android users)

If you're using an Android phone, customize the messages that you can quickly send to your contacts.

1. On your phone, open the Vive app.
2. Tap  > **Settings**.

3. Tap **Quick replies**.
4. Select a predefined message to edit or tap **+** to add a custom message.

Unpairing your phone with Vive

You can only use one phone at a time with your Vive. Unpair your current phone first if you need to use another phone with Vive.

1. On your phone, open the Vive app.
2. Do one of the following:
 - Android users: Tap **:** > **Settings**, and then tap **Unpair**.
 - iOS users: Switch to the Settings tab, and then tap **Forget this device**.



You can also unpair your phone through your computer's Vive app. Under Phone on the Settings tab, click **Unpair**.

Settings

SteamVR settings

Activating the front-facing camera

You need to enable the settings for the front-facing camera before you can use it in VR, such as for showing your actual room.

1. From your computer, open the SteamVR app.
2. Click ▼ , and then select **Settings** > **Camera**.
3. Click **Enable Camera**.
4. Close and reopen the SteamVR app.
5. Click ▼ , and then select **Settings** > **Camera**.
6. Select **Allow Camera in Dashboard**.

Checking for firmware updates

Firmware updates include improved features and bug fixes.

1. From your computer, do one of the following:
 - On the SteamVR status window, mouse over on any of the hardware icons to check if the firmware is out of date, and then select to update the firmware.
 - On the SteamVR app, click ▼ , and then click **Devices** > **Update firmware**.
2. Follow the prompts on the screen.

If the update is for the controllers or base stations, you'll be asked to connect them to your computer using a micro-USB cable.




While firmware updates are in progress, do not unplug the micro-USB or power cables that connect your hardware to your computer. Doing so could result in a firmware error.

System Dashboard settings

Changing the Chaperone settings


The Chaperone shows a grid whenever you're close to the bounds of your play area. You can change how the grid looks.

1. From the System Dashboard, select .
2. Select **Chaperone**.


3. Choose the style of the collision bounds that you prefer.
4. Drag the sliders to change the color and opacity.
5. To show a constant visual reference of your floor while in VR, select **Floor bounds always on**.

Changing the default background display

When you turn on the Vive system, the first you'll see is a default background display. It's the same background that shows when you select Room view in System Dashboard.

1. From the System Dashboard, select .
2. Select **In-Headset**.
3. Under Background style, select **Image**.
4. Choose which image you want from the options. If want to use an image from your computer, select **Open image folder**.
5. Exit the current app to apply the changes.

Changing the system language

1. From the Steam tab on the System Dashboard, select .
2. Under Display, select **Language**.
3. Choose which language you prefer to use.

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